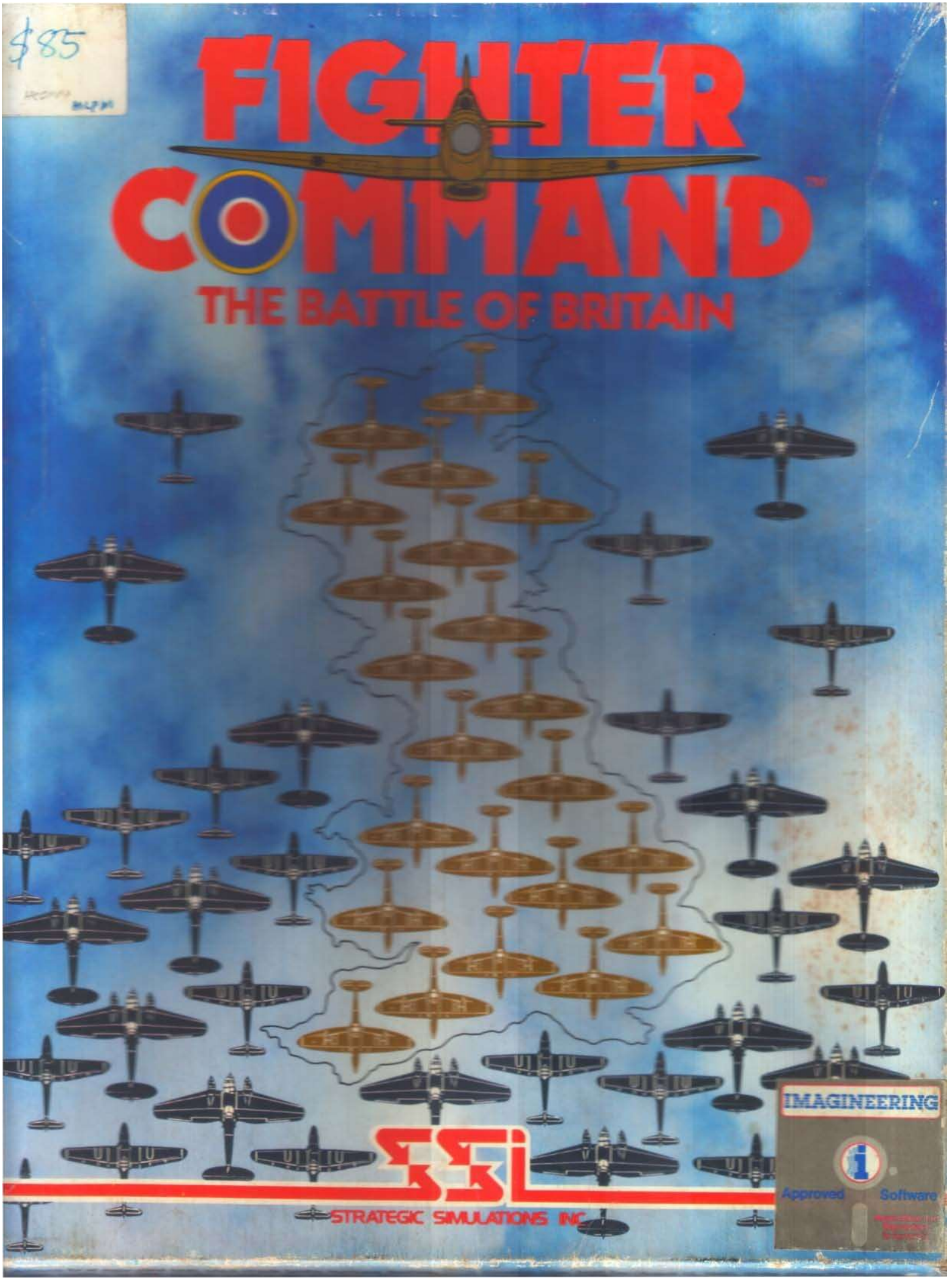
$85

FIGHTER COMMAND™

THE BATTLE OF BRITAIN



IMAGINEERING

Approved Software

SSI

STRATEGIC SIMULATIONS INC.

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The earth shook from the roar of the Luftwaffe and the RAF took to the skies . . . The challenge was met!

In August of 1940 the German forces began the first stage of their planned assault on Great Britain: the annihilation of the British Royal Air Force.

Outnumbering the British three-to-one in air power, the Germans were confident in their ability to accomplish this task. On August 13th, 1940, "Eagle Day", the German Luftwaffe began its bombing of airfields. The Battle of Britain had begun.

The skill of the RAF pilots and the unity of the British population stunned the German Commanders. At one point Field Marshall Goering confessed to a German general: "We'd forgotten that the English fight best with their backs to the wall."

The Luftwaffe continued flying raids for the next five weeks with airfields, major cities and radar stations as targets. The British used their advantages of radar and superior air combat tactics in holding back the German onslaught. High morale and leadership were probably the most significant factors in the British stand against the Luftwaffe. The British won the battle and turned the tide of World War II.

Now it's your turn to command the Luftwaffe or R.A.F. in this massively scaled simulation of the Battle of Britain. You now have the chance to rewrite or relive the strategies of one of the greatest battles ever fought in the air.

As German commander you'll try to destroy all of the British airfields, radar stations, planes, and major cities that you can. Every squadron, or gruppe, is rated for experience and morale, and the computer will immediately calculate the increases (or decreases) in each after a mission is flown.

At the beginning of each day's turn, you'll need to check your semi-accurate daily weather report and plan your air raids for each gruppe, including primary and secondary targets and altitude of the raid. You'll have to decide whether it is better to send a valuable squadron out to bomb a radar station so that your forces can reach targets unnoticed, or to bomb a city and interrupt the production of airplanes. You may also want to attack airfields, or take on an RAF fighter squadron in the air.

At the beginning of the following day you may check your readiness report to see how many losses you suffered. You may also check your not-so-dependable intelligence report to see what kind of damage you inflicted on your targets.

As British Commander your goal is to knock the attacking German planes out of the sky. Throughout the day you will set up patrols and transfer squadrons to more effective locations.

You will assign squadron readiness orders, keeping in mind the trade-offs between quick mobilization of planes and loss of morale due to exhaustion. You'll also have to define tactical orders by squadron or type of aircraft.

Like the Germans, you'll have intelligence and readiness reports to give you results of each day's fighting.

The colorful map display allows players to view the entire southern half of England in one map or three different close-up maps.

You can play the entire 34-turn campaign game or choose any of three medium length games. For a shorter, fast-paced battle in the air, the Eagle Day game consists of one explosive turn.

You never lack an opponent with this game because the computer is always ready to take over the German Command.

The most amazing feature of this extremely detailed game is how easy it is to play. The status reports allow you to examine all of the computer's calculations at a glance in an easy-to-read chart.

One of the greatest computer wargames of all time awaits your command. Rise and meet the challenge!

Full color map in Hi-Res graphics shows airfields, major cities and radar stations. Summary report shows number of aircraft on raid, altitude, direction and attack/intercept status.

Close-up map of London area shows RAF squadron confronting Luftwaffe gruppe. Realistic sound effects enhance each raid.

Readiness report displays all important information for each squadron at the start of each day/turn.

INTELLIGENCE DATA
TYPE START LOSSES REPLCD CURRENT
TOTAL 3820 0 0 3820
ULTRA REPORTS PROBABLE GERMAN ATTACK ON CANEWDON
GERMAN RAIDS TODAY ARE EXPECTED TO BE MODERATE
PRESS ANY KEY TO CONTINUE

Intelligence report gives a realistically inaccurate estimate of enemy's strength and expected action for each day.

Allocation of ME 109's for a raid.

FIGHTER COMMAND™

FOR YOUR APPLE® II WITH APPLESOFT ROM CARD OR APPLE II+ 48K MEMORY & 1 MINI FLOPPY DISC DRIVE

Cover design:
Louis Hsu Saekow
&
Kevin Heney

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FIGHTER COMMAND™ was designed by **Charles Merrow & Jack Avery,** whose other works include SSI's COMPUTER AIR COMBAT™ and COMPUTER BASEBALL.™

- ☐ Playing Time: EAGLE DAY, 1 Hour; SCENARIOS, 5-10 Hours; CAMPAIGN GAME, 20-30 Hours.
- ☐ Intermediate Level
- ☐ Accounts for all major plane types, which include Spitfire, Hurricane, Blenheim, Defiant, Gladiator, Me 109E, Me 110C, Ju 87B, Ju 88A, Do 17Z, He 111H.
- ☐ Every British squadron and German gruppe is rated for experience and morale.
- ☐ Possible targets include airbases, radar stations and industrial centers.
- ☐ Losses are recorded in individual planes and pilots.
- ☐ Scenarios cover Eagle Day (August 13, 1940), 10-day phases and the entire campaign (August 13 to September 15, 1940).
- ☐ Inaccurate intelligence reports.
- ☐ Two-player and computer-as-opponent (solitaire) versions.
- ☐ A game in progress can be saved on disk for later play.